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Relevance

- 1 [Should we meet John Doe? civil litigation and anonymity in cyberspace: Amicus: Dendrite International, Inc. v. John Does](#)  
Paul Alan Levy, J. C. Salyer  
April 2002 **Proceedings of the 12th annual conference on Computers, freedom and privacy**  
Full text available:  [pdf\(189.08 KB\)](#) Additional Information: [full citation](#), [index terms](#)
- 2 [On automated message processing in electronic commerce and work support systems: speech theory and expressive felicity](#)  
Steven O. Kimbrough, Scott A. Moore  
October 1997 **ACM Transactions on Information Systems (TOIS)**, Volume 15 Issue 4  
Full text available:  [pdf\(502.20 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)  

Electronic messaging, whether in an office environment or for electronic commerce, is normally carried out in natural language, even when supported by information systems. For a variety of reasons, it would be useful if electronic messaging systems could have semantic access to, that is, access to the meanings of, the messages they process. Given that natural language understanding is not a practical alternative, there remain three approaches to delivering systems with semantic ...

**Keywords:** electronic commerce, formal language for business communication, speech act theory
- 3 [Status report of the graphic standards planning committee](#)  
Computer Graphics staff  
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3  
Full text available:  [pdf\(15.01 MB\)](#) Additional Information: [full citation](#), [references](#)
- 4 [An overview of the Andrew message system](#)  
J. Rosenberg, C. F. Everhart, N. S. Borenstein  
August 1987 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM workshop on Frontiers in computer communications technology**, Volume 17 Issue 5  
Full text available:  [pdf\(1.16 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 5 A knowledge based message interpretation for the maintenance of an electronic switching system  
Jaehoon Kim, Kyunghyu Lee, Hwanseung Yong, Youngwan Lim, Chuhwan Yim  
June 1988 **Proceedings of the first international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 1**

Full text available:  pdf(521.04 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


For the maintenance of a switching system, many levels of expert's decisions may be required to correct cause and its appropriate repair procedure. Output messages generated by our switching system called TDX-1A, for the maintenances have, in general, the following characteristics: A bunch of messages generated only by even not many trouble/faults make it hard for an operator to maintain. Approximately 10 messages are generated by a fault. ...

- 6 Draft Proposed: American National Standard—Graphical Kernel System  
Technical Committee X3H3 - Computer Graphics  
February 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue SI

Full text available:  pdf(16.07 MB)

Additional Information: [full citation](#)

- 7 Fast detection of communication patterns in distributed executions  
Thomas Kunz, Michiel F. H. Seuren  
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial communication ...

- 8 The diffusion of the Internet in a pro-IT cultural environment: a content analysis of the Singapore experience  
Margaret Tan, Thompson S. H. Teo  
November 1999 **Communications of the AIS**

Full text available:  pdf(225.83 KB)

Additional Information: [full citation](#), [references](#), [citations](#)

- 9 Obstacle-free geocasting protocols for single/multi-destination short message services in ad hoc networks

Chih-Yung Chang, Chao-Tsun Chang, Shin-Chih Tu  
March 2003 **Wireless Networks**, Volume 9 Issue 2

Full text available:  pdf(440.59 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Mobile ad hoc networks (MANET) comprise mobile hosts in a network bereft of base stations and characterized by a highly dynamic network topology. The MANET environment contains unpredictable obstacles, such as mountains, lakes, buildings, or regions without any hosts, impeding or blocking relay. This study proposes geocasting protocols for sending short message from a source host to multiple geocasting regions in ad hoc networks. The proposed protocols keep messages away from

**Keywords:** ad hoc network, cellular-based management, flooding overhead, geocasting, obstacle message

**10 Rethinking the design of the Internet: the end-to-end arguments vs. the brave new world**

Marjory S. Blumenthal, David D. Clark

August 2001 **ACM Transactions on Internet Technology (TOIT)**, Volume 1 Issue 1

Full text available:  [pdf\(176.33 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article looks at the Internet and the changing set of requirements for the Internet as it becomes commercial, more oriented toward the consumer, and used for a wider set of purposes. We discuss principles that have guided the design of the Internet, called the end-to-end arguments, and we conclude that there is a risk that the range of new requirements now emerging could have the consequence of compromising the Internet's original design principles. Were ...

**Keywords:** ISP, Internet, end-to-end argument

**11 Should we meet John Doe? civil litigation and anonymity in cyberspace: Amicus: Vincent Doal, v. Stephen Moldow, et al**

Paul Alan Levy, David C. Vladeck, J. C. Salyer

April 2002 **Proceedings of the 12th annual conference on Computers, freedom and privacy**


Full text available:  [pdf\(79.81 KB\)](#)

Additional Information: [full citation](#), [index terms](#)

**12 A security model for military message systems**

Carl E. Landwehr, Constance L. Heitmeyer, John McLean

August 1984 **ACM Transactions on Computer Systems (TOCS)**, Volume 2 Issue 3

Full text available:  [pdf\(1.76 MB\)](#)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

**Keywords:** confinement, message systems, storage channels

**13 A high-speed message-driven communication architecture**

J. Peterson, E. Chow, H. Madan

June 1988 **Proceedings of the 2nd international conference on Supercomputing**

Full text available:  [pdf\(1.27 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The performance of a message-passing multiple instruction multiple data (MIMD) concurrent computer depends in large part on the communication processing overhead. A high-speed communication architecture is proposed for a hypercube-type supercomputer to attain the specific goals of message-driven processing. These goals include: direct hardware execution of messages, queueing of messages (using various paradigms), adaptive message routing, and special local registers for fast context switching ...

**14 A survey of commercial parallel processors**

Edward Gehring, Janne Abularade, Michael H. Gulyan

September 1988 **ACM SIGARCH Computer Architecture News**, Volume 16 Issue 4

Full text available:  [pdf\(2.96 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper compares eight commercial parallel processors along several dimensions. The processors are four shared-bus multiprocessors (the Encore Multimax, the Sequent Balance system, the Alliant FX and the ELXSI System 6400) and four network multiprocessors (the BBN Butterfly, the NCUBE, the iPSC/2, and the FPS T Series). The paper contrasts the computers from the standpoint of interconnection structures, memory configurations, and interprocessor communication. Also, the share ...

**15 A secure multicast protocol with copyright protection**

Hao-hua Chu, Lintian Qiao, Klara Nahrstedt, Hua Wang, Ritesh Jain

April 2002 **ACM SIGCOMM Computer Communication Review**, Volume 32 Issue 2

Full text available:  pdf(301.97 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


We present a simple, efficient, and secure multicast protocol with copyright protection in an open insecure network environment. There is a wide variety of multimedia applications that can benefit using our secure multicast protocol, e.g., the commercial pay-per-view video multicast, or highly military intelligence video conference. Our secure multicast protocol is designed to achieve the following goals. (1) It can run in any open network environment. It does not rely on any security ...

**Keywords:** copyright protection, key distribution, multicast security, watermark

**16 Authentication services for computer networks and electronic messaging systems**

Keok Auyong, Chye-Lin Chee

July 1997 **ACM SIGOPS Operating Systems Review**, Volume 31 Issue 3

Full text available:  pdf(1.03 MB)


Additional Information: [full citation](#), [abstract](#), [index terms](#)

The paper surveys the authentication services used by modern computer systems and presents the operational authentication services employed by commercial companies, banking as well as government departments. As distributed system services are susceptible to a variety of threats mounted by intruders as well as legitimate users of the system, password-based authentication is not suitable for use on computer networks.

**17 Internet Privacy Enhanced Mail**

Stephen T. Kent

August 1993 **Communications of the ACM**, Volume 36 Issue 8

Full text available:  pdf(4.82 MB)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

**Keywords:** Internet Privacy Enhanced Mail

**18 Early experience with message-passing on the SHRIMP multicomputer**

Edward W. Felten, Richard D. Alpert, Angelos Bilas, Matthias A. Blumrich, Douglas W. Clark, Stefanos Damianakis, Cezary Dubnicki, Liviu Iftode, Kai Li

May 1996 **ACM SIGARCH Computer Architecture News , Proceedings of the 23rd annual international symposium on Computer architecture**, Volume 24 Issue 2

Full text available:  pdf(1.39 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The SHRIMP multicomputer provides virtual memory-mapped communication (VMNC), which supports protected, user-level message passing, allows user programs to perform their own buffer management, separates data transfers from control transfers so that a data transfer can be done without the intervention of the receiving node CPU. An important question is whether such a mechanism can indeed deliver available hardware performance to applications which use conventional message-passing ...

**19 Current technological impediments to business-to-consumer electronic commerce**

Gregory Rose, Huoy Khoo, Detmar W. Straub

June 1999 **Communications of the AIS**

Full text available:  pdf(479.36 KB)

Additional Information: [full citation](#), [references](#), [citations](#)

**20 The message is the medium: Multiprocess structuring of an interactive paint program**

Richard J. Beach, John C. Beatty, Kellogg S. Booth, Darlene A. Plebon, Eugene L. Fiume  
July 1982 **ACM SIGGRAPH Computer Graphics , Proceedings of the 9th annual conference**  
**Computer graphics and interactive techniques**, Volume 16 Issue 3

Full text available:  [pdf\(988.92 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An innovative design for an interactive paint program has been developed based on multiple process message passing. Traditional paint programs combine interrupt-driven support of a graphical input such as a mouse or tablet, with the coloring of pixels in a raster display. We advocate a different methodology which is illustrated in our implementation. The multiple processes and message pass primitives provided by some real-time operating systems encourage the design of ...

**Keywords:** Administrator, Agent, Anthropomorphic programming, Message passing, Overseer, Paint program, Secretary

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2 [The diffusion of the Internet in a pro-IT cultural environment: a content analysis of the Singa Margaret Tan, Thompson S. H. Teo](#)  
November 1999 **Communications of the AIS**


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Additional Information: [full citation](#), [references](#), [citations](#)

3 [Should we meet John Doe? civil litigation and anonymity in cyberspace: Amicus: Vincent Do Stephen Moldow, et al](#)

Paul Alan Levy, David C. Vladeck, J. C. Salyer

April 2002 **Proceedings of the 12th annual conference on Computers, freedom and privacy**


Full text available:  [pdf\(79.81 KB\)](#)

Additional Information: [full citation](#), [index terms](#)

4 [The notification collage: posting information to public and personal displays](#)

Saul Greenberg, Michael Rounding

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  [pdf\(3.02 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index te](#)


The Notification Collage (NC) is a groupware system where distributed and co-located colleagues c community post media elements onto a real-time collaborative surface that all members can see. information found on public bulletin boards, NC randomly places incoming elements onto this surf post assorted media: live video from desktop cameras; editable sticky notes; activity indicator; sl displaying a series of digital photos, snaps ...

**Keywords:** awareness, informal interaction, media spaces, messaging

5 Lightweight object-oriented shared variables for distributed applications on the Internet

Jacob Harris, Vivek Sarkar

October 1998 **ACM SIGPLAN Notices , Proceedings of the 13th ACM SIGPLAN conference on O programming, systems, languages, and applications**, Volume 33 Issue 10

Full text available:  pdf(1.78 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a lightweight yet powerful approach for writing distributed applications using Our approach, called SHAREHOLDER, is inspired by the flexible and intuitive model of information the World Wide Web. The distributed applications targeted by our approach all share a weak consistency semantics, similar to a user's model of accessing email, bulletin boards, chat rooms on the Internet. The SHA ...

**Keywords:** distributed and parallel systems, language design and implementation, persistence, w

6 High performance infrastructure for visually-intensive CSCW applications

Stephen Zabele, Steven L. Rohall, Ralph L. Vinciguerra

October 1994 **Proceedings of the 1994 ACM conference on Computer supported cooperative w**

Full text available:  pdf(967.20 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe a scalable CSCW infrastructure designed to handle heavy-weight data sets, such as e images and video. Scalability is achieved through exclusive use of reliable and unreliable multicasts. The infrastructure uses a replicated architecture rather than a centralized architecture, both to reduce latency and improve responsiveness. Use of 1) reliable (multicast) transport of absolute, rather than relative, 2) time stamps, and 3) a last-in-wins ...

**Keywords:** CSCW infrastructure, reliable multicast, scalable architecture

7 All ways aware: Stimulating social engagement in a community network

David R. Millen, John F. Patterson

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative**

Full text available:  pdf(384.26 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

One of the most challenging problems facing builders and facilitators of community networks is to stimulate social engagement among members. In this paper, we investigate the drivers of social engagement in a community network through the analysis of three data sources: activity logs, a member survey, and the content of conversation archives. We describe three important ways to encourage and support social engagement in community networks: through system design elements such as ...

**Keywords:** community networks, community-support systems, empirical studies, social awareness, engagement

8 Chat I: Text chat in action

Jacki O'Neill, David Martin

November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Support**

Full text available:  pdf(288.29 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Synchronous text communication is becoming recognized as a valuable workplace communication tool. Studies of group text chat indicate that its properties can lead to interactional incoherence. We conducted a detailed analytic examination of text chat transcripts by showing how participants manage interactions through considering multiple threads, turn taking and topic change. We reveal the roles that participants employ to create and manage coherent ...



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## On automated message processing in electronic commerce and work support systems: speech act theory and expressive felicity

Full text  Pdf (502 KB)Source **ACM Transactions on Information Systems (TOIS)** [archive](#)Volume 15, Issue 4 (October 1997) [table of contents](#)

Pages: 321 - 367

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Authors **Steven O. Kimbrough** Univ. of Pennsylvania, Philadelphia**Scott A. Moore** Univ. of Michigan, Ann Arbor

Publisher ACM Press New York, NY, USA

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### ↑ ABSTRACT

Electronic messaging, whether in an office environment or for electronic commerce, is normally carried out in natural language, even when supported by information systems. For a variety of reasons, it would be useful if electronic messaging systems could have semantic access to, that is, access to the meanings and contents of, the messages they process. Given that natural language understanding is not a practicable alternative, there remain three approaches to delivering systems with semantic access: electronic data interchange (EDI), tagged messages, and the development of a formal language for business communication (FLBC). We favor the latter approach. In this article we compare and contrast these three approaches, present a theoretical basis for an FLBC (using speech act theory), and describe a prototype implementation.

### ↑ REFERENCES

Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

1 [Proceedings of the Workshop at NIST on Electronic Commerce, Current Research Issues and Applications, December 1994](#)

2 AUSTIN, J.L. 1962. How to Do Things with Words. Oxford at the Clarendon Press, Oxford, U.K.

3 BACH, K. AND HARNISH, R.M. 1979. Linguistic Communication and Speech Acts. The MIT Press, Cambridge, Mass.